NES–GU–USA

HOW TO PLAY

THE GOONIES II™

KONAMI®

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CONGRATULATIONS!

You now own the authentic Konami home version of "THE GOONIES" II, one of Konami's many original arcade hits. We suggest that you read this instruction manual thoroughly before playing the game.

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Welcome To Slime City

They're back! Kookie old Ma Fratelli and her slime-ball sons have returned to wreak havoc in your neighborhood. And this time they've not only kidnapped your Goonie buddies, but your good friend, Annie the Mermaid, as well. What a bunch of low lifes, this Fratelli Gang.

Now it's up to you, the last Goonie left, to save the day. But it won't be easy. You'll have to be a quick thinker and a fast tracker to pull off this mission — you'll have to be a regular Super Goonie to succeed! So good luck, and good riddance to Ma, her boys, and all the scuzzy cohorts awaiting your adventure into the Fratelli zone.

How To Play

Here you are, alone on the steps of Ma Fratelli's hideout. What a creepy place, where thugs lurk through underground passages, crazed penguins slip across frozen ice caves, and boy/girl-eating sharks prowl about in secret sea caverns. Whew! You better have guts to get outta this baby.

Before you go, though, you gotta rescue all six Goonie buddies and best pal, Annie the Mermaid. Each is hidden in separate rooms scattered throughout Ma's challenging maze. But remember, you can't save Annie until you find the six missing Goonies.

Along the way, watch for weapons to defend yourself and magic implements with powers to guide and help you in your frantic search for your friends.

"THE GOONIES" II is designed for a single player to compete against the computer — the brains of Ma Fratelli's organization. You control your fate using control one (1). At the beginning of your mission you have three lives to risk. But only three! So be careful and be cunning.

To get into the action, press the start button on your control. Now it's all up to you. And until you find weapons and magic implements, your only means of protection is your Goonie Yo-Yo which zaps villains.

The Goonies

The Hero-
Mikey

Annie The Mermaid

The Six Goonie Pals

The Fratellis

Ma Fratelli

The Brothers Fratelli

Cousin Pip Squeek
Fratelli

Using Your Control In The Action Scene

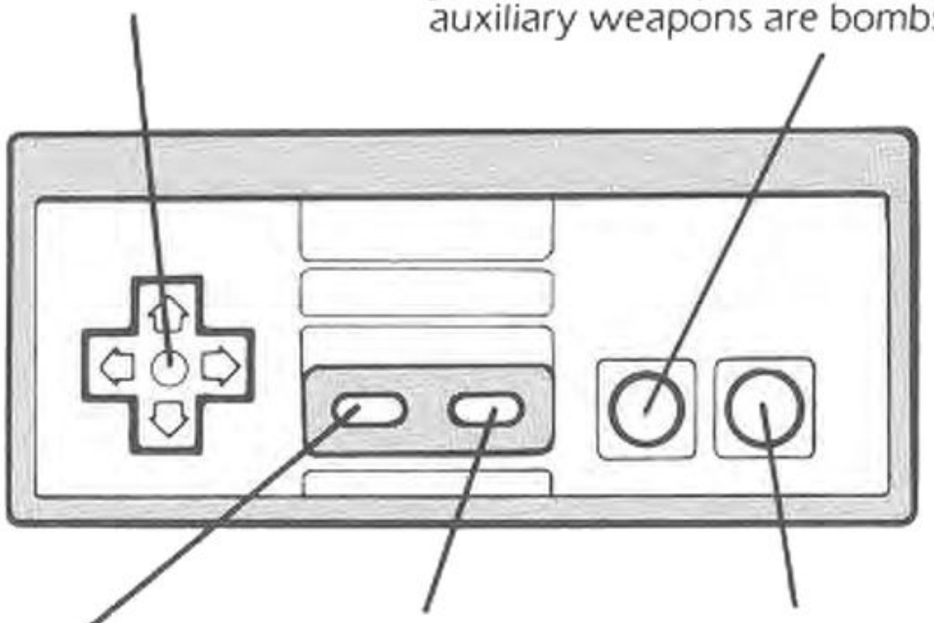
The Fratelli hideout is full of surprises, and your only means of protection is your CONTROL, which guides your fate and rules your destiny. The CONTROL performs different functions for each of the three scene categories — The Action Scene, Adventure Scene, and Auxiliary Scene. The following are directions on how to operate your CONTROL during the Action Scenes.

Control Pad

Press either to the LEFT or RIGHT to move left or right. Press UP to climb ladders and hang onto vines. Press DOWN to climb down ladders or vines. Also press DOWN to duck enemy projectiles. Note, during underwater scene use pad to maneuver as you swim.

B Button

Press B Button to use your main weapons. Press B Button and UP control pad simultaneously to utilize your auxiliary weapons. (see weapons page for details on which are main weapons and which are auxiliary weapons) Note, during underwater scenes pressing B Button and UP control pad is effective only when your main weapon is the underwater gun and auxiliary weapons are bombs.



Select Button

Press to pause the action. Press again to restart action.

Start Button

Press to start the game. Once the game has begun, press START button to switch to the Auxiliary Scene.

A Button

To avoid enemy attacks and to cross gaps in the ground, press A Button to jump. When underwater, press it to float upward.

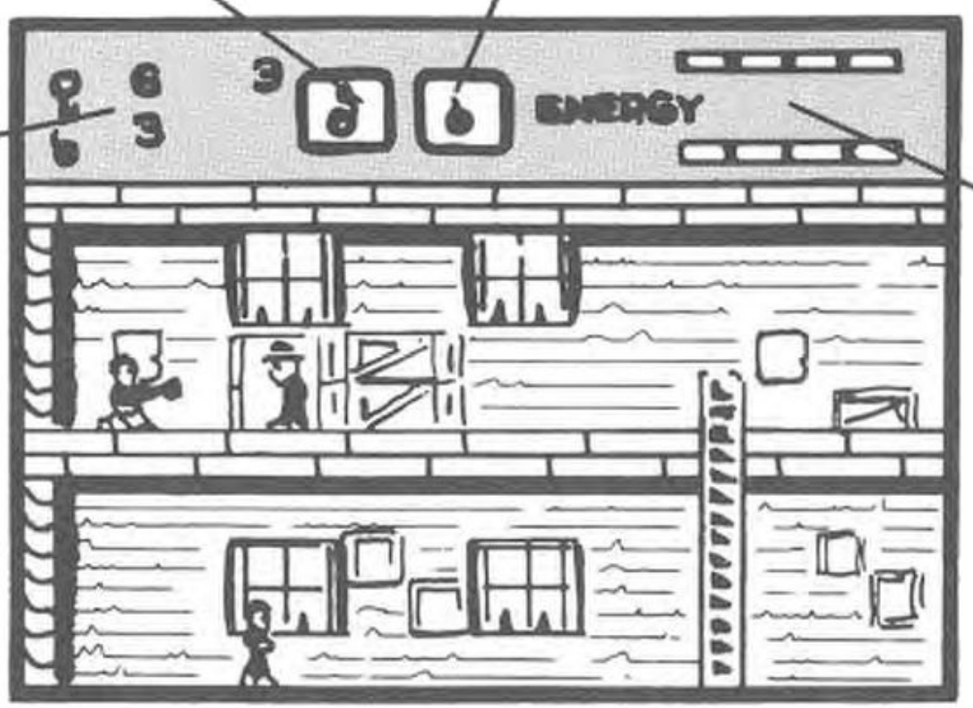
The Action Scene

To find your friends in their respective rooms (the Adventure Scenes) you'll battle through a dozen mysterious mazes called Action Scenes. These scenes range from the eerie attic, to Blunder Bridge, to a secret underground sea, etc. In each diabolical scene you'll encounter bad guys galore. To survive you'll need all the weapons you can find and courage you can muster. And remember — check out those rooms as you go!

Main Weapons

Auxiliary Weapons This shows main weapons and auxiliary weapons at your disposal at any given time. Press START button to switch to Auxiliary Scene, allowing you to select the weapons you have collected.

Number of Weapons Remaining



Energy Meter
When you're injured, the red portion of the Energy meter shrinks. At the beginning of the game you have two energy blocks. But for every Goonie you rescue, you earn another energy block. If you rescue all six trapped Goonies, you can have up to eight blocks in your favor.

Using Your Control In The Adventure Scene

Whereas Action Scenes require physical skills, Adventure Scenes take a little extra thinking. The following are directions on how to operate your CONTROL while in an Adventure Scene.

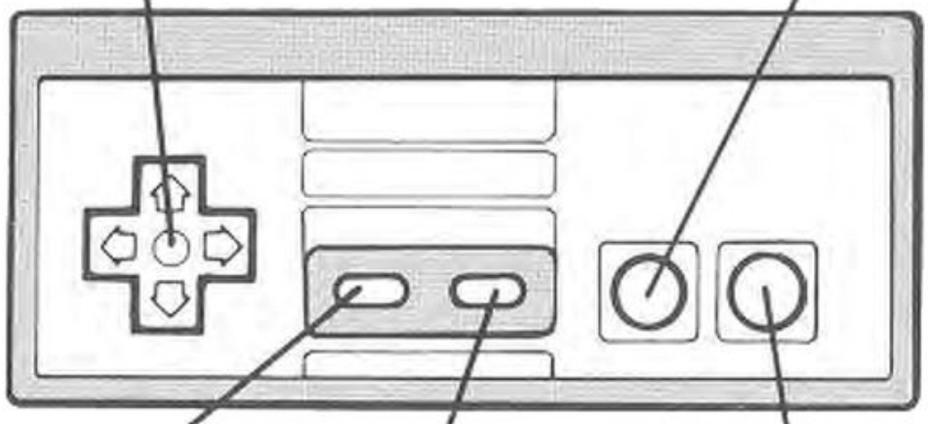
Control Pad

Use to shift from room to room. If you find a door inside the room you're in, you can enter it by pressing the pad in the direction of the door. Other times, the door will be invisible, and you'll need glasses (A Magic Implement) to see your way clear. And there will also be times when there are no doors at all, and to move into another room you'll have to break through a wall, ceiling, or floor using the hammer or "handmark".

Also use UP and DOWN controls to maneuver the cursor when selecting COMMANDS and/or Magic Implements.

B Button

B Button not used in Adventure Scenes.



Select Button

Press to pause the action. Press again to restart action.

Start Button

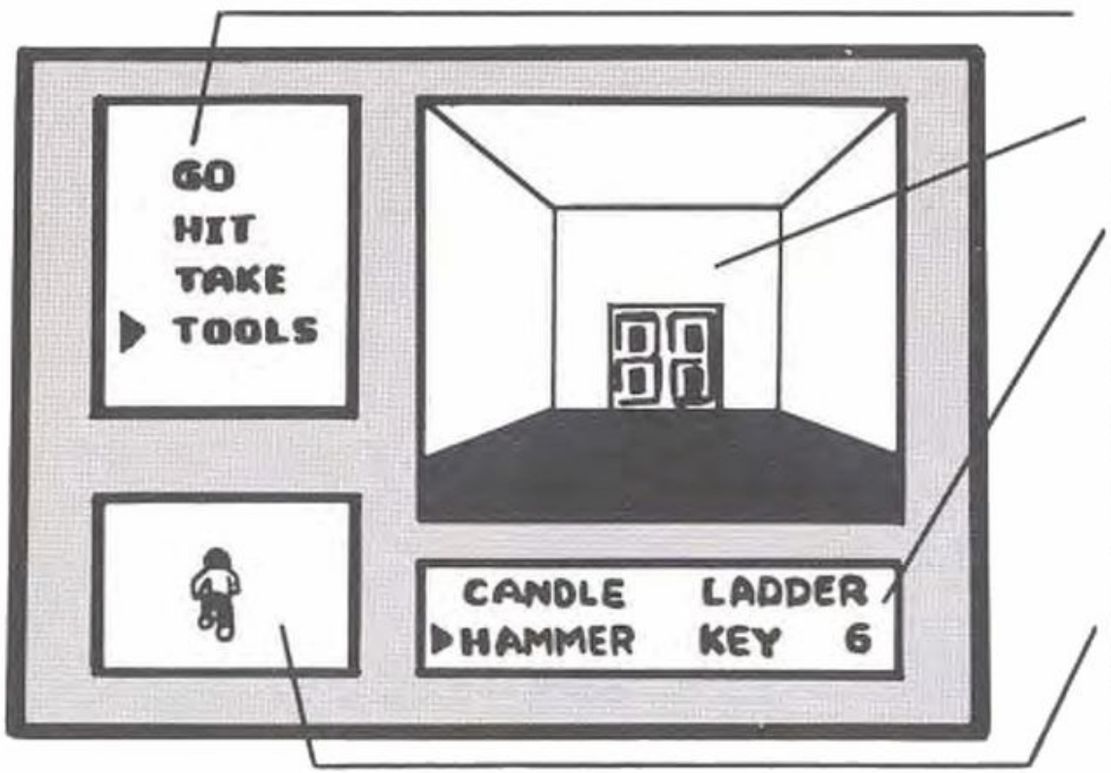
Press to cancel a COMMAND.

A Button

After using Control Pad to select a particular command, press A Button to lock in that command. Then use A Button to tap walls, ceilings and floors with a hammer or "handmark", or press it to use other Magic Implements.

Adventure Scene

These are the rooms hidden behind the doors you see in the Action Scenes. Now it's time to start applying brain power. Once inside an Adventure Scene, you can move from room to room, using your CONTROL PAD, or return to an Action Scene if you feel there's nothing of value in the room. It's in these rooms, though, that you'll find Magic Implements, Secret Messages, and ultimately Annie and the Goonies. Remember, most Adventure Scenes have a "FRONT" and "BACK" entrance, which allow you to pass from the Front Action Scenes to the Back Action Scenes.



Commands

Main Adventure Scene

Message Display To receive messages from your trapped friends, messages that can lead you to their place of captivity, you must have the Transceiver (A Magic Implement) in your possession. Also, watch for a wise Swami who might be hanging out in the room. He'll have clues for you as well. When the command cursor is pointed at "tools", the message display will give you a list of Magic Implements at your disposal.

The direction you are advancing
If Mikey's back is toward you, you have entered the Adventure Scene from a "FRONT" Action Scene. If Mikey faces you, you have entered the Adventure Scene from the "BACK" Action Scene.

How To Open An Adventure Scene Door

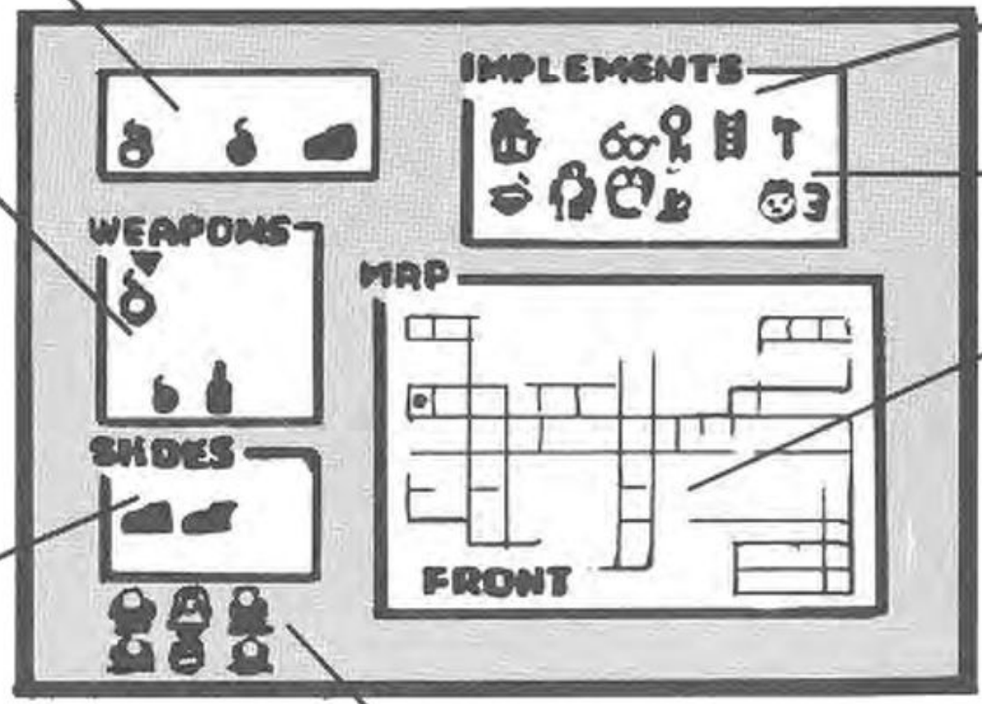
Move in front of the door and then press the UP control to open it. If you go into a door at the back of an Adventure Scene, you'll be entering what's known as the BACK SCENE. To do this, select the "GO" command, then press the UP control. To return from the BACK SCENE, select the "GO" command again and press the control DOWN.

Remember, some doors may be hidden or invisible. Hey, nobody ever said this was easy!

The Auxiliary Scene

The Auxiliary Scene is a special scene designed to keep your life organized in a world of confusion. Here you store weapons and magic implements found, select shoes — either hyper shoes or jumping shoes, learn where exactly you are on a map of Ma's hideout, and find out which magic implements are at your disposal. Note, you can only switch to the Auxiliary Scene while in an Action Scene. To do so, press the START button.

Weapons you are using now



Weapons you have at your disposal
The upper weapons are your main weapons, and the lower weapons are your auxiliary weapons. To choose your weapons, use the CONTROL PAD. Move the cursor to whatever weapon or Magic Implement you desire and press B Button to lock in your selection.

Shoes you have at your disposal

Number of Goonies rescued

All the Magic Implements you have collected

Number of lives (yours!) remaining

Ma's Map The red mark on the map shows your location. You can change the perspective of the map, showing FRONT or BACK of rooms by pressing B Button.

Hint! Hint! If you have the Magic Locator Device (A Magic Implement) you can spot the locations of the trapped Goonies. They will appear as blue marks on the map.

Weapons

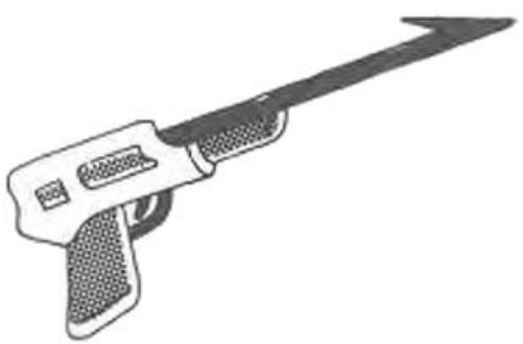
Main Weapons

Slingshot
You retrieve the slingshot by beating certain enemies, or you might find one in an Adventure Scene. With each slingshot you can take up to forty shots.

Yo-Yo
This Goonie Yo-Yo is your only means of defense when you begin your search.

Boomerang
Boomerangs are hidden in the rooms of some Adventure Scenes.

Auxiliary Weapons



Underwater Gun
This is a main weapon you can use only underwater and only after you have a diving suit on.

Bomb
You get bombs when you beat certain enemies.

Molotov Cocktail
You also get Molotov Cocktails by beating certain enemies.

Magic Implements

Glasses
With these glasses you really become a Super Goonie, for now you can see invisible doors and such.

Key
You must find keys to open the safes, which hold helpful clues, and jails where the Goonies are hidden. Without a key, you're out of luck.

Diving Suit
Before you search the secret underground sea, you have to find the diving suit. You'll flounder without one.

Transceiver
With the transceiver you can receive messages from the Goonies. It only works while in an Adventure Scene.

Ladder
There will be times you'll need the ladder to go up and down stairs in areas where there are no stairs.

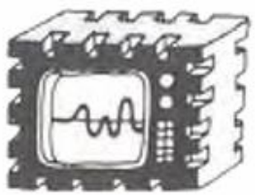
Hammer
The hammer is your tool by which you can find hidden passages or safes.

Bulletproof Vest
The bulletproof vest eliminates 50% of the damage inflicted upon you by the enemy.

Bomb Box
Save the bombs you find in the bomb box. Keep up to five bombs per box.

Key Holder
You can use the key holder to save the keys you find. Note, only two keys per holder.

Waterproof Coat
The waterproof coat eliminates damage from hidden waterfalls and surprise geysers.



Magic Locator Device
The Magic Locator Device lets you spot the location of trapped Goonies. They appear on Ma's map in the Auxiliary Scene.

Heart
For every heart you acquire your energy level will be increased.

Candle
The candle helps you see in a dark room or Adventure Scene.

Helmet
The helmet protects your head from strange falling objects.

Fire Box
Keep your Molotov Cocktails in this fire box. Like the bomb box, the fire box holds up to five Molotov Cocktails.

Hyper Shoes
Speeds you up!

Jumping Shoes
Lets you jump like a hyper-kangaroo!

Game Hints

If you get stuck in a dead end room, try tapping the center of the room with a hammer or "handmark". Possibly use the "handmark" and tap the ceiling, the front wall, or the floor. If you try this with the hammer, you may be able to open a secret passage. Who knows!

Remember, Ma Fratelli's hideout is a huge maze filled with adventure. It extends from the attic to deep underground, and there's a FRONT and BACK to everything.

Theoretically you can move wherever you like. But there are certain places where you might find yourself stuck if you don't have the right magic implement. So, whenever you see a magic implement, no matter which implement, be sure to grab it. Never forget this basic rule! Never!

Remember The Secret Password

When the game ends, Ma Fratelli will slip you a secret 14 letter password. If you remember this secret word, you can start your next game with the magic implements you have when the game ends.

To enter Ma's secret password, press the START button when the title screen comes up. This displays the CONTINUE/SELECT Scene. Then use the SELECT button to choose either "START" or "CONTINUE". Activate your selection with the START button.

If you select "START", the game will start from scratch as usual. If you choose "CONTINUE", you will be presented with the Password Entry Screen.

Once you have the Password Entry Screen in front of you, use the A BUTTON and LEFT, RIGHT controls to match up with the cursor. Then enter your password letter, by letter. After entering all 14 letters, match up "END" with the cursor and press the START button. This starts a new game with your old magic implements.

Be warned — if you enter the wrong password, you'll be returned to the CONTINUE/SELECT Scene.

Treat Your Konami Game Carefully

• This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

• Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

• Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

• Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES

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